

AMENDMENTS TO THE CLAIMS

The listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Previously Presented) A method for improving language processing skills of a user, comprising:

directing a user to perform a warm-up activity, wherein the user responds to a display of visual flash stimuli by verbalizing at least a portion of the visual flash stimuli during the warm-up activity;

providing the warm-up activity by:

displaying a first series of visual flash stimuli to the user, the first series of visual flash stimuli comprising pairs of rhyming words, wherein a first rhyming word in a selected pair of rhyming words is flashed on one side of a display screen and the second rhyming word in the selected pair of rhyming words is flashed on the other side of the display screen to direct the user's eye movement activity;

displaying a second series of visual flash stimuli to the user, the second series of visual flash stimuli comprising pairs of rhyming phrases, wherein a first rhyming phrase in a selected pair of rhyming phrases is flashed on the one side of a display screen and the second rhyming phrase in the selected pair of rhyming phrases is flashed on the other side of the display screen to direct the user's eye movement activity; and

once the warm-up activity is completed, directing the user to proceed to perform other mental exercises.

2. (Canceled)

3. (Previously Presented) The method of Claim 1 , wherein the user verbalizes the first rhyming word and the second rhyming word.

4. (Previously Presented) The method of Claim 1, wherein the user verbalizes the first rhyming word, spells the first rhyming word, verbalizes the first rhyming word again and then verbalizes the second rhyming word, spells the second rhyming word, and verbalizes the second rhyming word again.

5. (Canceled)

6. (Previously Presented) The method of Claim 1, wherein the user verbalizes the first rhyming phrase and the second rhyming phrase.

7. (Original) The method of Claim 1, wherein the other mental exercises include letter flash exercises and word flash exercises.

8. (Previously Presented) A method for improving symbol processing skills, comprising:

providing a first eye movement activity wherein a user responds to a display of visual flash stimuli by verbalizing at least a portion of the visual flash stimuli during the eye movement activity by:

displaying a first series of visual flash stimuli to the user, the first series of visual flash stimuli comprising word prefixes and suffixes, wherein a selected prefix is flashed on one side of a display screen and a selected suffix is flashed on the other side of the display screen;

displaying a second series of visual flash stimuli to the user, the second series of visual flash stimuli comprising word roots, wherein a first selected word root is flashed on the one side of a display screen and a second selected word root is flashed on the other side of the display screen; and

displaying a third series of visual flash stimuli to the user, the third series of visual flash stimuli comprising words that include the word prefixes, suffixes and roots, wherein a first selected word that comprises the selected prefix and the first selected

word root is flashed on the one side of a display screen and a second selected word that comprises the selected suffix and the second selected word root is flashed on the other side of the display screen;

providing a letter flash activity wherein the user responds to a display of letters by inputting the letters displayed into a computer system;

if the user achieves a predetermined success threshold for the letter flash activity, then proceeding to provide a word flash activity that displays the words, wherein the user responds to a display of words by inputting the words into the computer system; and

providing a second eye movement activity by:

displaying each word along with a definition for the word; and

displaying each words along with a sentence that uses the word.

9. (Original) The method of Claim 8, wherein the letter flash activity displays four letters.

10. (Original) The method of Claim 8, wherein the predetermined success threshold is correctly inputting at least 90% of the displayed letters.

11. (Original) The method of Claim 8, further comprising:
if the user does not achieve the predetermined success threshold for the letter flash activity, then directing the user to perform another eye movement activity and another letter flash activity.

12. (Original) The method of Claim 8, wherein displaying each word along with a definition for the word comprises displaying the word on one side of a display screen and the definition on the other side of the display screen.

13. (Original) The method of Claim 8, wherein the user responds to the display of each word and definition in the second eye movement exercise by verbalizing the word and the definition for the word.

14. (Original) The method of Claim 8, wherein displaying each word along with a sentence for the word comprises displaying a subject that includes the word on one side of a display screen and a predicate for the sentence on the other side of the display screen.

15. (Original) The method of Claim 8, wherein the user responds to the display of each word and sentence in the second eye movement exercise by verbalizing the sentence and the definition for the word.

16. (Previously Presented) The method of Claim 8, wherein providing a letter flash activity wherein the user responds to a display of letters by inputting the letters displayed into a computer system, comprises presenting the display of letters in lower case and instructing the user to input the letters displayed in upper case.

17. (Previously Presented) The method of Claim 1, wherein the other mental exercises include a letter flash activity and a predetermined success threshold for the letter flash activity is 50% when the user is selected from the group consisting of users with mentally intellectually impaired disorder, users with seizure disorder or users having had a stroke.

18. (Previously Presented) The method of Claim 8, wherein the predetermined success threshold for the letter flash activity is 50% when the user is selected from the group consisting of users with mentally intellectually impaired disorder, users with seizure disorder or users having had a stroke.

19. (New) The method of Claim 1, wherein the warm-up activity is completed for a session once the warm up activity has been provided three times.

20. (New) The method of Claim 19, repeating two additional sessions at other times during a day when the user is autistic.